

What is claimed is:

Sub a1
1. A method of driving a liquid crystal display having liquid crystal pixel cells arranged at each intersection between a plurality of gate lines and a plurality of data lines in a matrix type and being driven with thin film transistors, said method comprising:

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10 applying a first signal to the liquid crystal pixel cells for charging thereof during a beginning of a frame; and

15 applying a second signal to the liquid crystal pixel cells for discharging thereof during an ending of the frame.

20 2. The method according to claim 1, wherein each of the liquid crystal pixel cells includes a liquid crystal layer formed of any one of a ferro-electric liquid crystal and an anti-ferro-electric liquid crystal.

25 3. The method according to claim 1, wherein each of the liquid crystal pixel cells includes a liquid crystal layer formed of a twisted nematic liquid crystal having a response speed of less than 10ms.

30 4. The method according to claim 1, further comprising the step of:

applying a gate pulse to the gate lines twice during the frame to sequentially apply the first signal and the second signal to the liquid crystal pixel cells.

5. A driving apparatus for a liquid crystal display

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a data compressor to compress the first signal synchronized with the frame front region of the frame; and
a data controller to write the second signal during the ending of the frame to apply the second signal to the data driver.

10. The driving apparatus according to claim 9, further comprising:

a memory to input and output the first signal at a different speed under a control of the data controller to compress the first signal.

11. A method of operating a liquid crystal cell comprising:

charging a liquid crystal cell during a beginning portion of a frame; and
completely discharging the liquid crystal cell before an end of the frame.

12. The method according to claim 11, wherein a period of discharging of the liquid crystal cell is short relative to a period that the liquid crystal cell is completely discharged.

13. A method of charging a liquid crystal cell comprising:

applying any one of a positive and negative charges to a pixel electrode of the liquid crystal cell during a beginning of a frame;

applying no charge to the pixel electrode of the liquid crystal cell during an ending of the frame; and

